

Join us every week day at 10am AST for a new Make-At-Home activity & 1pm AST for an Outdoor activity for a Digital Learning skill while schools are closed.

WHAT IS DESIGN THINKING & HOW DOES IT HELP KIDS

We've all done it. Have you ever sat down to consider what takes priority for a day's work? Rarely do we consider the steps that lead us to beginning and finishing a task or project.

Design Thinking is the name, or methodology, given to the steps we use everyday to plan and solve problems. While adults use these problem solving skills professionally, most kids and youth are still in the formative stages of this skill development.

The process of Design Thinking was brought to the mainstream by IDEO and Stanford's d.school (founded by David Kelley). It helps people think creatively to solve problems and be more imaginative for designing almost anything! We know kids are imaginative, but this process helps funnel that imagination to create a more fluid and concise product or outcome. This helps them be more efficient and the quality of their work (or thinking) improves.

The best part is this method has life long effects. The younger the child, the better! This Design Thinking method is their "thinking-toolkit". Kids can use it to solve almost any problem and is a fundamental piece of the learn by making or maker-centric pedagogy which is the foundation of Brilliant Labs teachings.

ETHICAL ZOOS

DESIGN THINKING PROCESS GUIDING QUESTIONS

CALL TO MAKE Did you ever wonder how zoos are designed and how do they take your favorite animal's well being at heart? Animals feel like humans, they love, laugh and cry in their own way. This makes us wonder, are there ethical zoos?

EMPATHIZE Think about your favorite animal. What would make him happy? What would make him sad? What makes a zoo ethical? Are there any materials you should avoid using with this specific animal? Consider how the animal will interact with the object and what makes it a good choice. Look at how they play in the wild. How could you replicate this in your game?

DEFINE What do you need to take into consideration when designing an ethically responsible environment for an animal in a zoo? What are their habits? Are they nocturnal? Do they live in packs or alone? What are their eating habits? Where do they live? What are they missing from their natural habitat? What are other elements that could be brought into consideration for the wellbeing and ethical treatment of the animal?

IDEATE What is the role of humans in treating animals ethically in a zoo? Will you have to build anything to help make sure the animals are safe and healthy? What are the concepts that you'll need to learn more about? How will you know if they are enjoying their space?

PROTOTYPE Create the materials, record the rules and steps for your game. Draw a picture or a diagram with labels of what your space would look like with the animals using it! How will you test if the space could work?

TEST Did it work? How different is your final product compared to your original design? How could you share your knowledge of ethical zoos and the importance of well being for all animals?

